

Abstract of the Disclosure

A video game device comprises: a monitor; a display unit for displaying an event place where a specific event is performed on the monitor; a sound output unit for outputting a background sound relating to the event; a memory for storing a background sound data relating to the event; an event place determining unit for determining types of event places; and a background sound controller for reading out the background sound data from the memory, outputting it as a background sound and performing an echo process on the background sound in response to the type of the event place determined by the event place determining unit.